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HAND-HELD

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ISSUE 12 OCT 1992

**TERMINATOR  
EXCLUSIVE  
GAME GEAR REVIEW!**



**INSIDE:** MICKEY'S CHASE! YOSH! PINBALL JAM! DEVILISH!

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**H**APPY BIRTHDAY to us! Yes indeed, the world's favourite hand-held magazine is one year old this issue - and we're still just GIVING it away! For twelve issues we've given you the latest and greatest news, reviews, previews, competitions and laffs galore - completely and utterly FREE! Other sad mags may come and go, but **GO!** just keeps on growing!

Anyway, we reckon that being a year old is something special to celebrate, so we want you to send us a birthday card! You can either buy one in the shops and send that with a birthday message, or draw one yourself - as long as it's an ace effort. If it's brill we'll print it right here in the world's favourite hand-held mag, and if we reckon it's totally ace we'll send you a free game for your machine!

So what are you waiting for? Grab a pen, create some hand-held hilarity and fire off those birthday greetings to: **HAPPY BIRTHDAY TO GO!, HAPPY BIRTHDAY TO GO!, HAPPY BIRTHDAY DEAR GO!-O!, HAPPY BIRTHDAY TO GO!, CVG TOWERS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** See you next month!

**TIM BOONE**

ISSUE 12 SEPT

## GAMES IN THIS ISSUE!

### 6 AERIAL ASSAULT

Take to the skies for blasting action in this sideways scrolling shooter for the Game Gear! How does the game measure up? Check out the Exclusive **GO!** Review!

### 8 MICKEY MOUSE 2

"Hey, Goofy - look! I'm in the world's greatest hand-held mag with an Exclusive Review of my very own game!" "Gawsh Mickey, how did you pull that one off?" "Hey, who cares, as long as I'm in **GO!**"

### 12 DEVILISH

Game Gear hilarity is the order of the day in this souped up hand-held version of Arkanoid. But does it make the grade? Check out our Exclusive Review for the answer!

### 14 YOSHI'S EGG

Hurrah! Mario's dinosaur pal gets a hand-held game all of his own, so **GO!** grabs the cart for yet another Exclusive Review! Check it out this instant!



**EXCLUSIVE!**

### 20 TERMINATOR

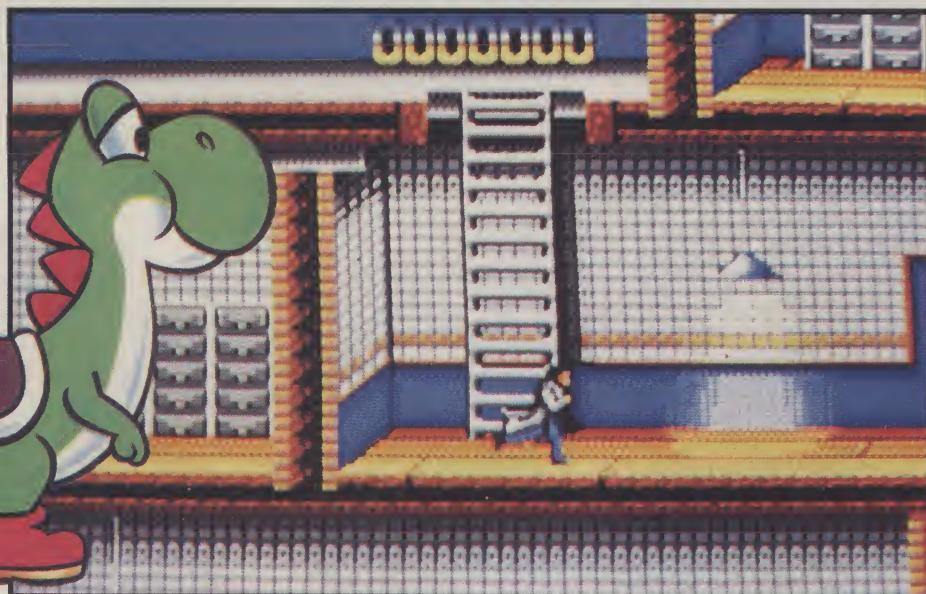
**EXCLUSIVE!** Yes indeedy, **GO!** doesn't hang about when it comes to the games which really matter, so we've scooped up the hottest game gear title of the year for the full **GO!** treatment! Accept no imitations - because **GO!** is the greatest!

### 22 SWITCHBLADE 2

The classic Amiga platform romp touches down on your Lynx, and **GO!** scoops up the game for the full Exclusive Review! And that's not all, because...

### 26 PINBALL JAM

It's the very first pinball game on the Lynx, and here we **GO!** with yet another **GO!** Exclusive. Why are you hanging around here when you could be reading all about it? Be off with you!



EDITOR: Tim Boone ART EDITOR: Jenny Abrook DEPUTY EDITOR: Paul Rand KORMA KID: Paul Anglin AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: David Nye MANAGING EDITOR: Julian Rignall PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt PRINTED BY: Kingfisher Web COLOUR BY: Colourtech, London E2 and Prepress, London EC1. GO! EDITORIAL AND ADVERTISING, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. TEL: 071 972 6700 FAX: 071 972 6710 HANDY TIP: Whatever you do, don't read this backwards: yawynatididdnadaehatnewuoydnasihtodottonuoydloetW. elpoepsteddass'niatirBfoenodeednieraouY!snoitalutargnoC

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# Waaaaaaaayyyyy!!!

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SATURDAY, AUG. 1992 60p

# MATCH

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NOW WITH REGULAR FOOTBALL COMPUTER GAME REVIEWS, TOP TENS AND VERDICTS FROM A TOP PREMIER LEAGUE STAR!

EVERY



## BOY! A POCKET GENIE!

**F**inding your Game Boy games difficult to beat? Not for long, thanks to this great new piece of kit from Hornby! It's called the Game Boy Genie, and it's the latest in a line of similar products allowing you to cheat on all your carts! The ball started rolling with the Game Genie on the NES, which those guys down Nintendo way weren't at all happy about, and moved on to the Megadrive, gaining full support and, indeed, the coveted Seal of Approval from Sega!

Basically, the Game Boy Genie works by reading the information stored on a Game Boy cartridge, finding the appropriate lines of code that determine lives, time and such, and gives the player the opportunity to alter that code to make games easier to play and complete! The cleverly colour co-ordinated little gizmo slots into the cartridge slot of your Boy, with games plugging into the Genie, and although you'll need to have quite hefty pockets to be able to carry the whole setup around, there's no denying that this is a very handy unit indeed!

Hornby say that the Game Boy Genie will work with any Game Boy game, and that they'll be releasing stacks of codes for carts old and new on a regular basis. We reckon that this is going to be something special - keep an eye out for it!



## GEAR ON LYNX - AND VICE VERSA!

**H**ere's something that might interest both Lynx and Game Gear owners, and stem the flow of insulting letters winging their way from owners of these machines to our Mailbag! We received a phonecall from a company who claim to be producing a plug in device that allows Lynx owners to play Game Gear games on their hand-helds! It's all thanks to some nifty electronics, and apparently it'll work with all Game Gear titles! Not bad, eh?

But that's not all. The chap on the other end of the phone also informed us that his team were close to completing a unit for the Game Gear that will run all of the Atari Lynx's carts! Not just the bog-standard stuff, but everything, including the likes of Steel Talons and STUN Runner that utilises the Lynx's custom graphics capabilities! And what's even more incredible is that both units are expected to sell for around twenty quid each! We'll be taking a look at ground-breaking pieces of hi-tech wizardry in the very near future - can you afford to miss out?



## MASTER GEAR - IT'S OFFICIAL!

**R**emember the hassle a while back when someone released the Master Gear? Sega weren't very pleased about the appearance of this device, which allows the entire catalogue of Master System games to be plugged in and played on the Game Gear, which was strange as it doubtless helped sales of the, at the time, poorly catered-for machine.

But now it's U-turns ahoy, because Sega them-

selves are bringing out the official version of the widge! They've called it the Sega Master Gear Converter, and it still works in exactly the same way as the old one. Plug the machine into the cart slot of the Gear, then grab a Master System game and shove it in - et voila! Obviously, this gives the Game Gear owner starved of games access to a huge range of titles, and should further the cause of the Gear even more!

## COMPETITION

# WIN EVERY HAND-HELD! AND A GAME FOR EACH!

It's incredible! It's the competition no-one can miss! Yet again, the greatest hand-held mag in the world comes up trumps with one astonishing competition! We're quite literally going to GIVE AWAY a Game Boy! A Game Gear! A Lynx! A PC Engine GT! And a top cart for each one!

One oh-so-lucky reader stands to win all of these great goodies - worth OVER SIX HUNDRED POUNDS! And there couldn't be a simpler way to enter! Just phone the GO! Hotline Number and answer the questions you'll hear. That's it! Just put your thinking caps on, dial that number and answer away! Who knows, it could be YOU who owns every hand-held monster known to man - so get dialling NOW!

**SPECIAL NOTE:** Make sure the person who pays the phone bill has given you permission before you start dialling. Calls cost 36p per minute (off-peak) and 48p per minute (peak rate).



PHONE 0839-335574

**K**nock knock. Who's There? Wicked alien forces. Wicked alien forces who? Wicked alien forces come to invade your galaxy and loot and pillage the solar system...Yes indeed, it's that time of the day again when those 'orrible extra terrestrials decide to show mankind what's what and kick a little behind. Luckily for everyone else, you're a bit of a hard case and you've got a right smart ship with which to kick butt back. So what are you waiting around for? Arm up and get to it!

**GAME GEAR- £24.99**



# AERIAL ASSAULT

## TOP GUNS - NOT!

You start the game off with a pathetic little pea shooter of a gun, but can pick up a certain icon and you'll be given a guided missile system. Pick up another and you'll get a pretty powerful sort of green arc type thing, which looks a bit like a bad drawing of a seagull actually, and that should help you in your quest. There are loads more, but we'll leave you to find those out for yourself!



## BACKDROP BOREDOM

It has to be said that the backdrops on Aerial Assault are far from staggering. To put it bluntly, they're a pile of old jobs. The first level is just a backdrop of boring old skyscrapers, while the second is even worse - it's just blue with a few white bits for clouds! In fact, the standard of background graphics gets worse the further you proceed in the game. Maybe the programmers got a bit tired, poor dears, and decided to skimp a bit on the graphics. They probably thought they could get away with it too...



More aeronautical assaults. This time in the form of assorted jelly beans and Smarties! Good show Rowntree!



I thought Aerial Assault on the Master System was quite smart, but although this is an exact translation it somehow manages to lose some of the appeal. The graphics are pretty boring and sound does little to improve things. Not bad but definitely not good.

**PAUL ANGLIN**

## UP TO YOU

If you don't really fancy Aerial Assault then maybe you could try some of the other top blasters available on the Game Gear. Galaga 88 instantly springs to mind, but if none of those take your fancy then why not use the Master Gear 'cos then you can play a ton of good 'uns like Fantasy Zone and R-Type.



R-Type's got nothing on this sprite. Enemy craft come thick and fast. Use all your reflexes to avoid collision



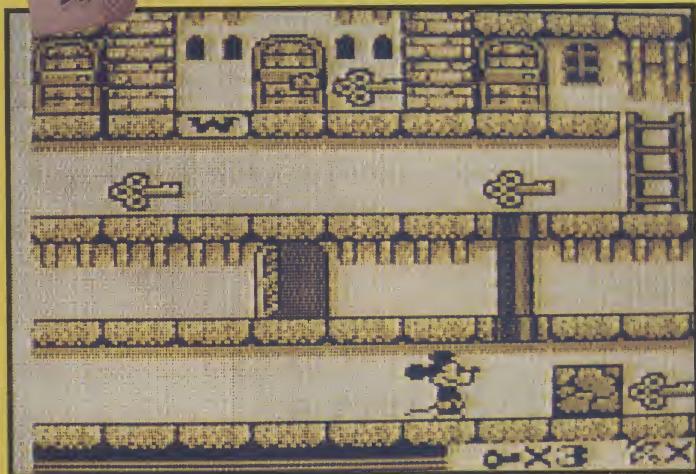
## REVIEW

# MICKEY!

Ever been locked out of the house and can't find your key? Well, thank your lucky stars you're not Mickey Mouse - he's been locked in the Crazy Castle and been given the unenviable task of trying to get out. Not an easy task considering that the only way to get out is to try and find your way through the maze of doors in the castle. Not easy, eh? Especially when your ears are so big you'll have trouble getting through the door anyway! Well, you could always ask Bugs Bunny for a bit of advice - he's already done it after all!



**GAME BOY- £24.99**



Mickey holds the key to many a heart, but not many doors! Get some here.

### **FRIENDS WILL BE FRIENDS**

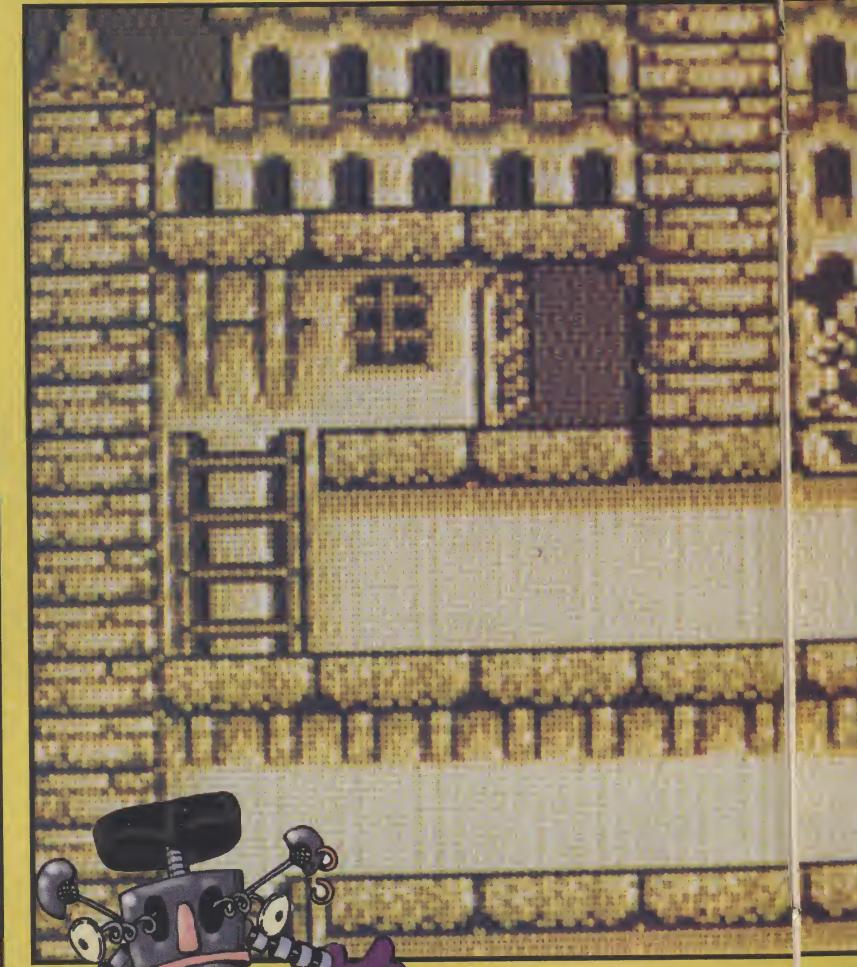
Mickey must be one of the most popular faces of all time. Not only does he have tons of chums in the Wonderful World of Disney, he's also top mates with some right smart showbiz stars - including the one and only Michael (Mickey) Jackson. What a boy!

### **BEEN THERE, DONE THAT.**

Ever had the feeling of Deja vu? Check out Mickey 2 and you might. If you think the game looks at all similar to Bugs Bunny's Crazy Castle you wouldn't be far wrong. It's exactly the same, only everyone's favourite carrot cruncher has been replaced by the boy with big black ears!

### **DOORWAY OF DISASTER!**

As you might expect in a castle of this size, there are doors all over the place and it's up to Mickey to search them out. Doors will take you to different places of the level, to secret bonus rooms and even to nowhere at all! Make sure you get the right one or it could be a costly mousetake (sorry).

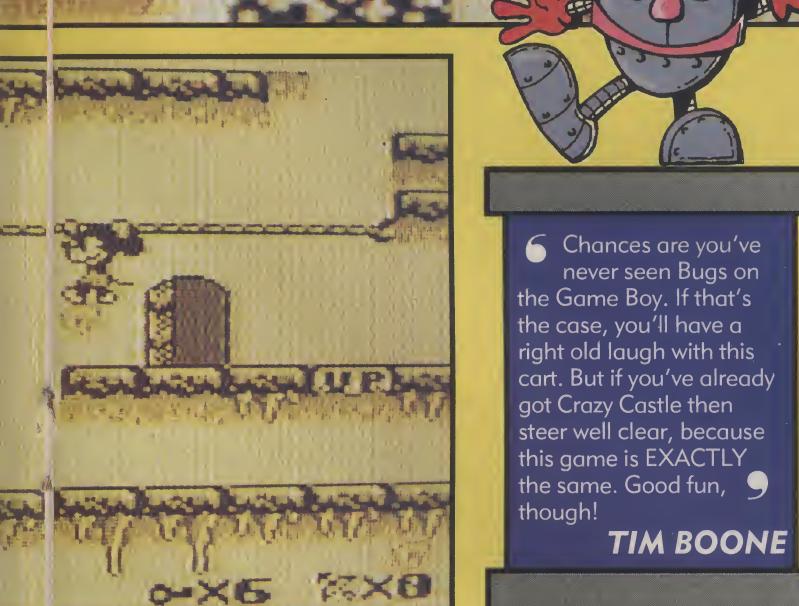
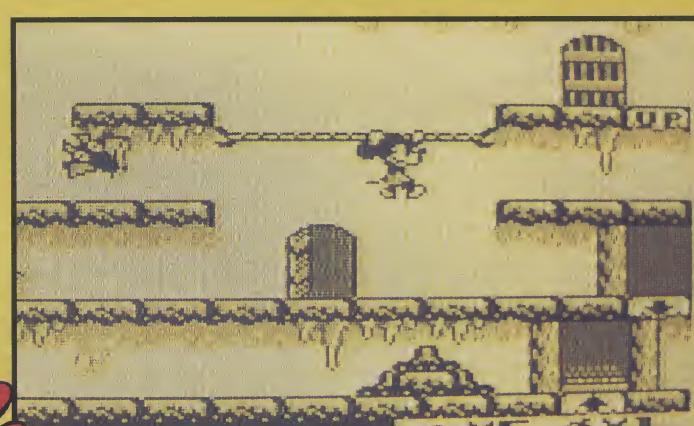
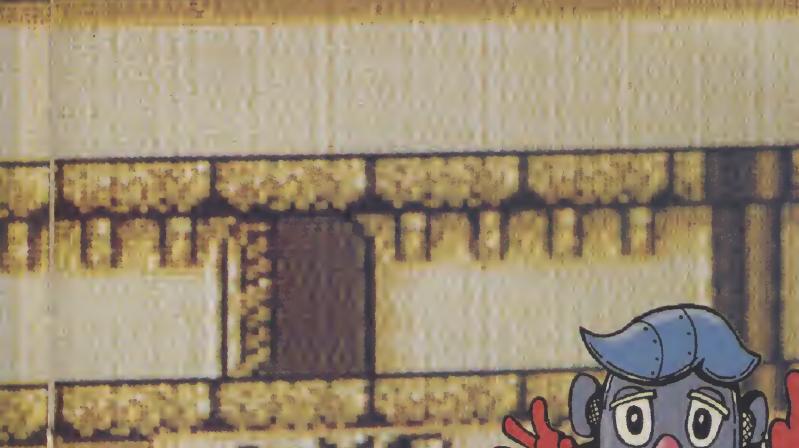


Well yeah okay so Mickey 2 is exactly the same as Bugs Bunny's Crazy Castle. If you've got Bugs then there's no point in getting this but if you've got neither then take your choice of the two.

**PAUL ANGLIN**



# MOUSE II



There are loads of passages to find your way around. Watch out for traps and bombs.

## SEEN THE FILM GOT THE T - SHIRT

Keys, doors, pipes and secret rooms might all sound a tad familiar and indeed they should, with appearances in Mario, Bugs Bunny, Tiny Toons and Castlevania they've been used more times than Paul Anglin's jokes!

Chances are you've never seen Bugs on the Game Boy. If that's the case, you'll have a right old laugh with this cart. But if you've already got Crazy Castle then steer well clear, because this game is EXACTLY the same. Good fun, though!

**TIM BOONE**







More Sonic artwork all the way from Sega fan site...  
Victoria, Australia  
(Right) Robin Wilson

(Right) Robin Wil-

(Right) *Revol*

I foresee a fabulously short and impoverished career ahead of you. One of the hardest games on the Game Boy is Dragon's Lair, and if you really get stuck we are currently running a full solution in GO! as we speak! Handy tip kids! If you're finding your games to easy to complete, try tying your fingers together with elastic bands and wearing an empty economy size box of washing powder on your head!

# PASS ME A BRAIN CELL, MINE FELL OUT

## Dear GO!

I think your mag is great, but there's too much Game Boy information and not enough on the Lynx. Why don't you separate GO! into three sections, one for each of the hand-helds available? It would mean that we could all find the reviews of our games much easier.

P.S. What does £TBA mean?

1.3. What does SVD tell us?  
Nicholas Cunningham,  
Australia

Thick Bloody Aussie? Actually, it means To Be Announced, which means the price hasn't yet been fixed because it isn't available. Incredibly, you're the first person who's ever written in to ask what that means. Maybe that fact tells you something...

# RUMOURS ABOUND

Dear **GO!**

I have a couple of questions for you to answer. Which is the best Game Boy game: Hook, Addams Family, Bill and Ted's Excellent Adventure and Adventure Island? Is it true that an adaptor is coming out that lets you play your hand-held on the television? Chris Smith.

Cleveland

We get asked the 'which game is best' question all the time at GO! and it really is a matter of taste. Personally I think you'd have more fun sliding naked down hill through a stinging nettle patch than playing Bill and Ted, but there you go. The Addams Family, on the other hand, is excellent so go for that. The device for the Game Boy that allows you to see your carts on TV is called<sup>o</sup> the Wide Boy and the one we have in the office cost quite a few thousand quid and is not going to be available to you matey, unless your last name is Dubai and your first Sultan Of!

# PATIENCE PATIENCE

Dear **GO!**

Your mag is brilliant. I have every issue so far and it just keeps getting better. There is no competition from the other hand-held mags. I own a Lynx and I'm very happy with it. The graphics and games are great, but I would like to know a few things.

1. When is Pitfighter coming out?
  2. Is it true that a company in England are developing an adaptor for the Lynx that'll let you play Game Gear games on it?
  3. When will Double Dragon be out on the Lynx?

Simon Griffin,  
Kent

1. It's been delayed for a month or so. Look for a late September, early October release date.

2. Yes that's true and we should be getting a call from the manufacturers very soon. It should retail for about £20 and there's also going to be a version for the Game Gear to play Lynx carts, which should once and for all silence the Game Gear vs. Lynx debaters. Unfortunately there're no plans for any Game Boy adaptors, yet!

3. There's no planned release for that game.

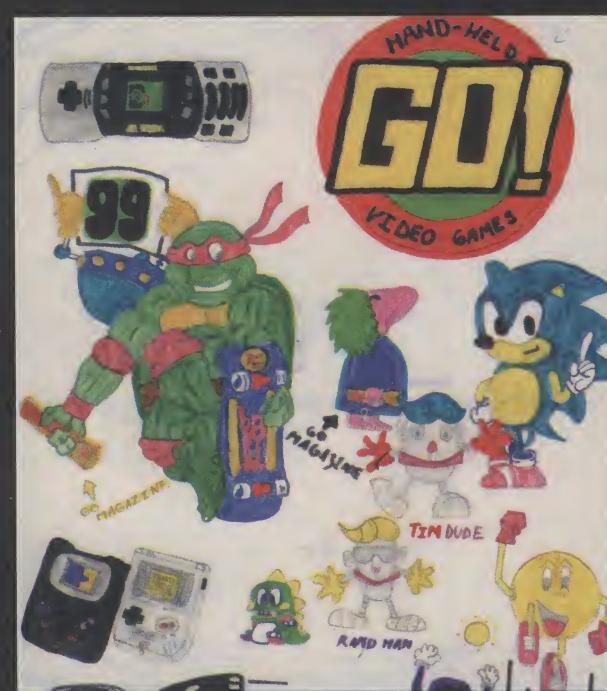
3. There's no planned release for that game.

# I SUBSCRIBE TO GULLIBLE FARTS MONTHLY

Dear **GO!**

I'm not going to start fighting about the best hand-held because I've got all three. What I do need though is some advice. A friend at school says that a shop he knows in town have a small company that produce Game Gear cartridges that can slot into the Famicom and they've got a deal to distribute them through Virgin stores and Microbyte. Is this true and can it be done? Mark Walters, Northampton

What absolute rubbish - and if any company were to do so Sega's legal department would swoop down on them faster than a load of pigeons onto a bag of Mother's Pride! Smack your friend around the face with a London Zoo Guide and tell him to visit his ancestors in the Baboonatarium for his next piece of information.



*Turtles, Lemmings, Sonic and GO-Rand. What a winning combination from Jimmy Tong, Bankstown, Australia*

# REVIEW



Not much to look at here. Wait till later!

## TWO TO CHOOSE

There are two different ways to play Devilish - either a race against the clock in which the player has a set time limit to reach the end of each stage, or a time trial where you have to finish the level on which you choose to play in a certain number of seconds for big bonuses! Which one are you going to go for? It's up to you!



I'm a big fan of Breakout games, but Woody Pop was a very lowly effort on the Gear. So it's great to see something as playable and original as Devilish on the little Sega. There's bonuses galore to be had, and the time trial option adds that little bit extra to the game. Devilish is wicked!

PAUL ANGLIN



One of the most popular genres of the Eighties was Breakout, especially with the release of the excellent Arkanoid in the arcades and on home computers. Now it's time for the style not only to make a reappearance, but also to be linked with another age-old classic - Pinball! Devilish is the name of the game and it's a multi-level scrolling bat 'n' ball blast through dark caverns, in which you'll have to avoid nasties, collect bonuses and, above all, reach the end of each level in the allotted time. Go for it!



GAME GEAR- £24.99



Whack these gets into next month.

## DEVILISH DEVILS

While the denizens of Devilish can't actually kill you, they can destroy your chances of getting a whopper score by holding up your progress. Some can be killed by hitting them once with your ball, but others, like the Dancers, Voodoo Dolls and Penguins, can take two, three, four or more whacks!



# DEVILISH



There are so many different themes in Devilish that you'll be enthralled for ages. Most of the screens are really well drawn so your eyes are in for a bit of a surprise on every stage. Look out for these ones during your gaming!



Some of the sprites are bigger than Bernard Manning's bum so don't drop your load when they sneak out on you.

### END-LEVEL BADDIES FROM HELL

Lurking at the end of the levels are some well-nasty bosses who don't take to kindly to your rolling around their world. There's Demon, Dragon Master and the ultimate in evil, Gamma, all out to stop you in mid-roll - each one takes an age to destroy, but destroy them you must if you want to progress. At least there's a hefty points bonus on offer if you prevail!

While not the best Breakout-type game ever, Devilish is easily the best available on the Gear-streets ahead of smelly old Woody Pop! Lots of different bonuses to collect, two different ways to play and, above all, an unusual slant on a tried and tested genre make Devilish one to go for!

PAUL RAND



### BONUSES OF DOOM

In other Breakout games, it's the paddle which gets powered up when you hit bonuses - in Devilish, it's the ball! Pick up the Buster Ball bonus and your orb can smash straight through the bricks, speeding up your journey through the stage no end! There are also extra points on offer, as well as 1-UPS, Time bonuses and Smart Bombs. Whoopee!

### GOING BATTY

As the screens scroll in four different directions, there's no point in having just an ordinary flat bat to control. Which is why, in Devilish, you can change your bat to suit your predicament! There's vertical, horizontal and split bats to choose from, and you'll have to use them all to gain the best times and get through the levels safely!



# YOSHI



Who's big, green and hangs around strange places with moustachioed Italian Americans? Who else but Yoshi - and now he's on the Game Boy! Mario's dinosaur chum, who stars in the marvellous Super Mario World on the Super Nintendo, makes his Game Boy debut in a puzzler which also features everyone's favourite plumber. It's Tetris-style fun and laughs all the way, as Yoshi attempts to do away with a plethora of baddies from various different games. Special bonuses are yours for the taking if you're good enough - and if you aren't, it's Game Over for the daring dino. Go, Yoshi, GO!



**GAME BOY- £24.99**



More Tetris/Dr Mario style puzzling action, this time with the cutest dinosaur around! Yoshi is very playable and, with all the different game baddies in there from such classics as Bubble Bobble and Super Mario Bros, a little trip down Memory Lane, too! Yoshi isn't as good as Tetris, but it's great fun nonetheless!

**PAUL RAND**

## WHAT'S NEXT FOR MARIO?

Mario and Yoshi are getting ready to do the rounds again very soon, both on the Game Boy and on the big boy in the Nintendo family, the Super Nintendo. Watch out for Super Mario Land 2 on the Boy, following Mazza's further exploits in a land of wacky wonders and vicious beasties and, on the SNES, prepare to be amazed at Super Mario Kart - Super Mario Bros meets F-Zero in a 3D, split-screen racer with smart buggies! All that and we haven't even had the space to go into the behind the scenes gossip concerning the new Mario movie of which filming is well under way. Bob Hoskins seems to have landed the role of the Brooklyn plumber and the film is certain to notch up a few more millions towards Mario's estate!



## TWIST THOSE TRAYS!

Why's Mario at the bottom of the screen, holding trays? Because he's there to swap the trays around so that you can match like baddies together! Get two of the same balanced one on top of the other on the same tray - they'll both disappear and you'll score points. And that's the point of the game in a nutshell - or eggshell. Simple, yet effective.



(Above) Uh oh looks like you could be in trouble here. (Right) Quick switch platforms or you're gonna drop it.



## SHELLING OUT FOR A HALF

Now and again you'll see half-egg shells falling down the screen - now's the time to go for a mega-bonus bonanza! What you do is catch the bottom half of a shell on one of the plates Mario is holding, then balance a load of nasties on top of the shell. What you do next is plop a top-half egg shell on top of those baddies, sandwiching them - et voila! Out pops Yoshi and loads of points will be yours!

<b>LOOK</b>	<b>6</b>
<b>FEEL</b>	<b>8</b>
<b>VALUE</b>	<b>8</b>



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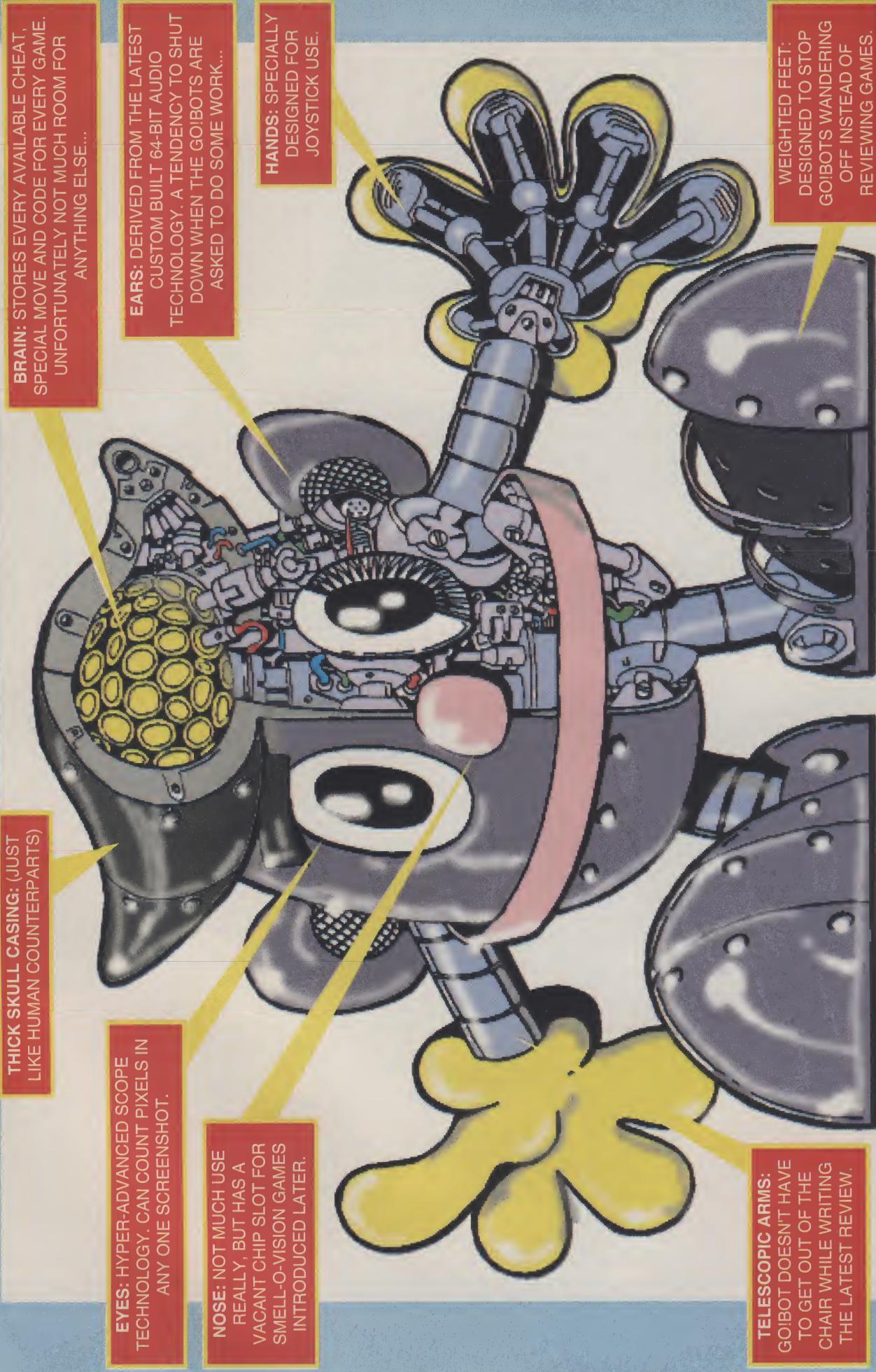
HAND-HELD

**GO!**

VIDEO GAMES



## NEXT MONTH: HAND HELD GOODIES AND GOBOTS GALORE!



## THEATER

**T**It's the year 2029, and things aren't looking exactly hopeful on Earth. Skynet, the all-powerful computer network, is just a few short hours away from bringing an end to the human race, thanks mainly to its terrifying army of Cyberdyne Systems Model 101's - the Terminators. Skynet has sent one of these machines - part man, part devastating killing robot - back in time to the year 1984 to kill the mother of the resistance leader, John Connor. But Connor, receiving this information, dispatches his sergeant and best friend, Kyle Reese, to find the Time Displacement Machine and go back to '84 to stop the Terminator. The hunt is on - which one will be victorious?

**GAME GEAR- £25.99**



At first, Terminator seems to be extremely difficult game. But after figuring out a couple of strategies, made possible only by the limitations of the machine, it's a breeze! Graphically and sonically superb, Terminator lacks any real challenge in the long run - I got to the last level after only a day's (solid) play!

**PAUL RAND**



*You know what they say about men in anoraks! Kyle has found himself at the end of his tether, stuck in the factory with nothing to shoot!*

### **THERE WAS THIS GUY ONCE**

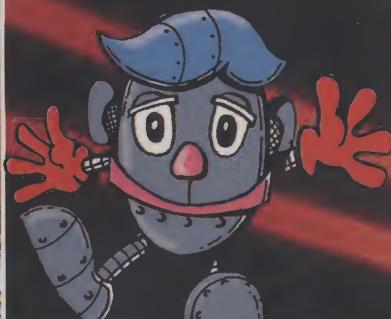
If you've seen the film before, you may be a little perplexed as to the way the game begins. That's because Terminator on the Game Gear starts with Reese attempting to break into the Skynet Lab complex - something you didn't get to see in the movie! Once inside, the idea is to blow up the reactor which controls the defences of the time machine, before racing out of the labs and travelling back in time before the whole place goes up in smoke - in about a minute and half after the reactor has been destroyed!

### **URGHGH!**

You'll have your first run in with Arnie on the third level. He's tracked down Sarah Connor to the punk nightclub Tech Noir and Reese has to blast him to give both himself and Sarah enough time to escape and fight another day. What we want to know though, is where has Arnie's smart leather jacket gone? In this game, he's wearing a sleeveless muscle shirt!

### **THAT COFFEE'S TWO HOURS COLD**

Beginning nuclear war-ravaged Los Angeles in the year 2029, Reese has to first break into the Skynet lab and enter the Time Displacement Machine that'll hurl him back to 1984. Once there, he must get to the Tech Noir nightclub where the Terminator is just about to wipe out Sarah Connor. Stop him then go to the police station where Sarah is hiding out. Get to her before the T-101 and you'll find yourself in the Cyberdyne Building, to face the final battle with the Terminator!



Ever watched somebody play a game all day (refusing food, talking to no-one and shouting a lot), then claiming it's easy? That's the man Rand, and whatever he says I found Terminator a good old laugh pitched just right. If you're a full-time platform maniac you might not find it so hard, but for me it's an enjoyable romp and definite thumbs up!

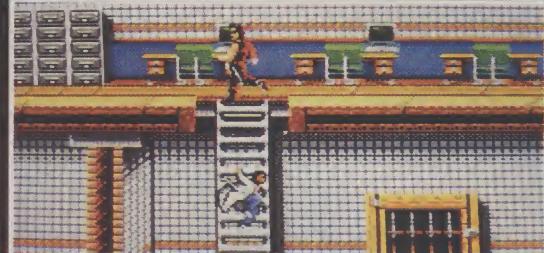
**TIM BOONE**

# TERMINATOR



## I PUT A CIGARETTE OUT IN IT...

Reese starts out with a load of hand-grenades - great for wiping out locked doors but too inaccurate to be really effective against Terminators. What he's got to find is a gun - and quick. Once in 20th Century LA, however, there's no weapons hassles at all - you get a pump-action shotgun, and that's yer whack, Jack. Trouble is, this 1980's armament isn't much cop against the polymetal alloy endoskeleton of a Terminator unit...



## YOU SEE THIS SCAR HERE?

Baddies spanning four decades are after your ass - from T-101's in the 21st Century packing well-hard laser guns to punks in 1984 carrying - and using - nasty old petrol bombs. The coppers are out in force, too; they're not too keen on you rushing around blowing lumps out of people - and, of course, there's the unstoppable Terminator to contend with. It's fair to say that the odds are stacked well against our Kyle!



# REVIEW



What a world, eh? You can't even bust up a few blood thirsty demons before retiring without them coming back a few years later for a return scrap! After duffing up the megalomaniac Havoc, the citizens of Cyberworld let the ways of their protectors, the Blade Knights, be forgotten. Little did they know that the forces of darkness, who were a bit miffed at the way things turned out, were massing together for another attack. Only one family have continued to pass on the ways of the warriors. Taking the role of their son, Hiro, you must search out the arch devil Havoc and wipe him out for good. So pull your finger out and get on with it, then!

LYNX - £29.99

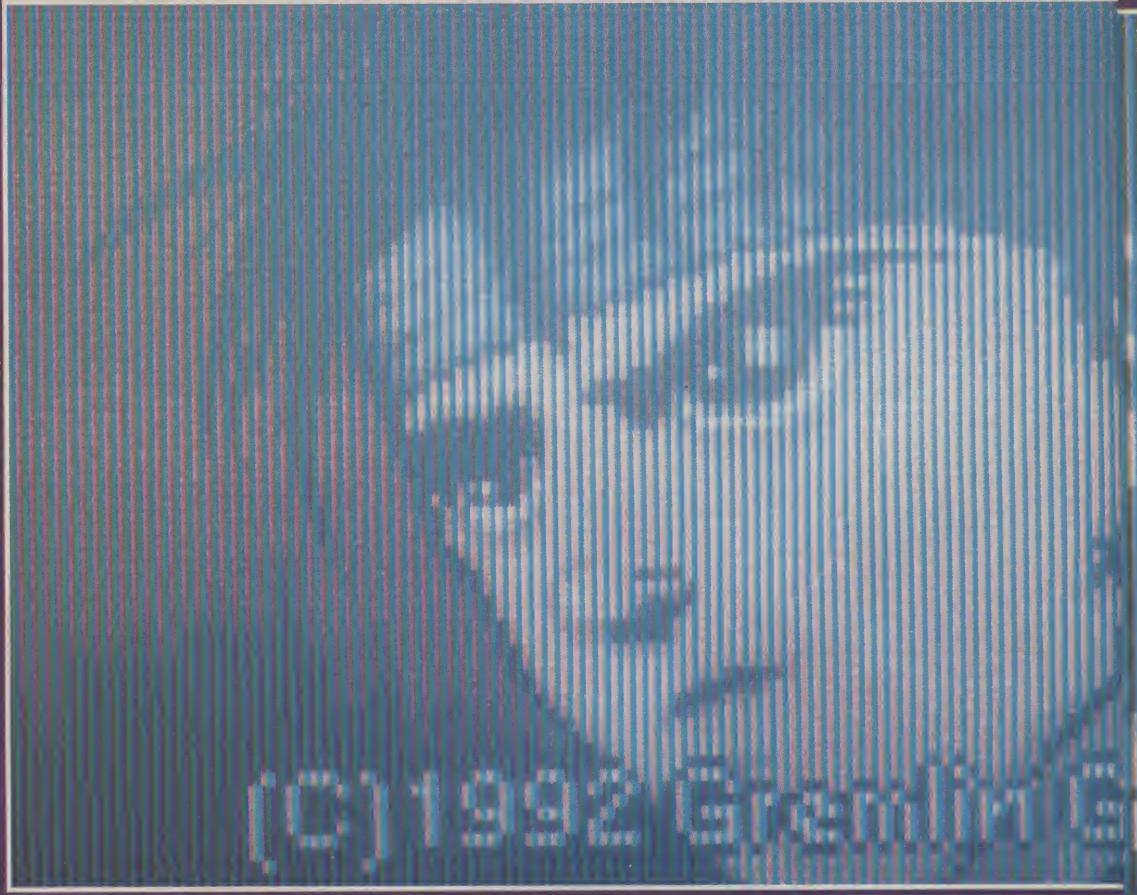


# SWITCHIE



This is just what the Lynx needs to give it a boost. The sprites may be a bit wee, but this arcade platform blast gives you more fun than you can shake a howitzer at! Might be a bit easy for hardened night stalkers and the plot may be more fishy than a barrel of Sushi, but this is a laugh!

**TIM BOONE**



## BOT'S UP, DOC?

Cyberworld is crawling with hazardous droids, some more powerful than others. Easiest to kill are the shuffling green armadillos, but the metallic pod-like versions perpetually fire rockets to keep you back. Flying drones can be a pain, though, and the longer you wait to kill them the more damage they'll inflict. After a select number of levels you'll come across huge robotic guardians. Don't hang about here - get in early blast 'em to pieces!



# REVIEW

## PICK 'EM UPS

No platform game should be without its share of goodies to locate, and Hiro will find all sorts of items to stuff in his pockets. Money is vital to collect for shopping sprees, but ammunition is just as important to keeping him alive. Find yourself low on energy and you can refuel with pizzas, hot dogs and burgers that some fool left behind!



PAUSED

## A LITTLE ARMLESS FUN

Hiro's not your everyday chap-pie. Oh no! For starters, he's only got one arm! The other is a detachable robotic affair which would turn the Terminator green with envy. You can swap the limb for all kinds of weapons during the fight. His legs aren't too wimpy either, and he can either hop or jump over tall buildings with a single leap. What a lad!

*Hiro's a lad not to be messed with. His removable arm and attachments mean that he's an odds on favourite in any seedy bar room brawl!*

# BLADE 2



## CH-CH-CH-CHANGES

There are loads of levels and the scenery's changed more times than Madonna's underwear - with platforms, secret passages, towns/cities, underground complexes and cliff faces. However, the sprites can easily get lost against all the detail that's been packed in.



This is the first outing for Switchblade on the Lynx and it's an impressive sight. Fab graphics, crushing sound effects and gameplay that'll make you wish you'd bought shares from Duracell. There's no continue option, so when you die it's back to the beginning, but a small price to pay for such a great little game!

STEVE KEEN

*What light from yonder port-hole breaks? Let's hope that Hiro has brought his SWITCH card for some serious shopping.*

## RED BALLS ON FIRE

There's no popping into the local deli for a packet of polos for this lad. When Hiro goes shopping, the psychopathic side of his nature comes flooding out. Spinning blades, a swirling fire dragon, lasers, napalm death or some useful information on what to do next are all crammed into Mrs Miggins' 'Armaments Are Us' shop, which can be found on select levels. The one man army can also slash with the best of 'em, using a knife reserved for close combat.



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# REVIEW



Pinball sims have always been a good laugh to play - combining all the excitement of a real pinball table with the ability to do things impossible in real life. As good as Pinball Jam is, it just doesn't quite manage to capture the feeling of a pinball table too well. One major problem is the dodgy ball inertia - it just hangs in mid air! Not the greatest ever, but worth a look anyway.

PAUL ANGLIN

## GREAT BALLS OF FIRE

One of the most critical aspects of any computer simulation of pinball is accurate simulation of ball movement. There's no point having the greatest table in the world stuffed full of features if the ball judders about like a wet brussel sprout. The easiest and fastest way to test the realism of the ball is catch it in a flipper and watch the ball come to a halt. Does it move exactly the same way a real ball would? If it does you know you're onto a winner!



There are lots of bumpers and targets to light that will lead to greater scores and more points.

Poor old Elvira must sometimes get bored being a big movie star. So what does she do to wind down? How about a game of pinball? That wonderful world of Pinball that you thought only existed in back street cockney drinking pits reaches new heights, and Elvira has created her very own weird and wacky table for you to have a bash on. Reckon you can match the talents of the hostess with the, um, mostest? Well stop gawping and prove it!

LYNX - £34.99



# PINBALL JAM

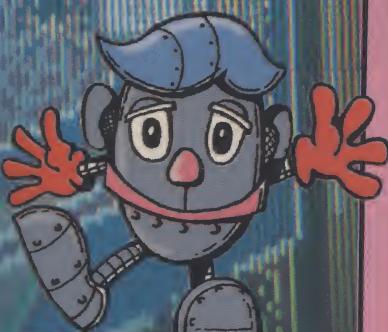
# REVIEW

## TWO FOR THE PRICE OF ONE

As well as playing Elvira and the Party Monsters there is also a second game in Pinball Jam entitled "Pinball Jam Starring The Police Force." To access this, simply push right on the title screen. It's exactly the same game but the graphics are slightly different. Nice idea!

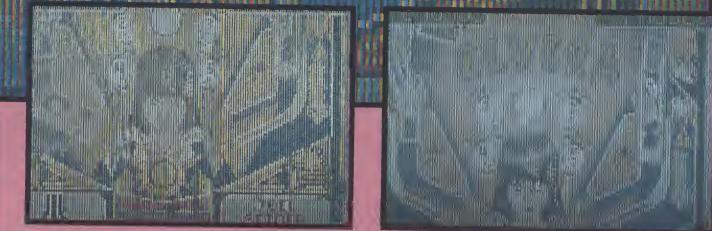
## BAGS OF BONUSES

As with all pinball tables, console simulated or otherwise, Pinball Jam is stacked full of bonuses of all descriptions and stuffed full of opportunities to rack up big points. These include your common or garden bumpers, super monster slides and skulls which swallow your ball and give you multiple play when hit twice. Yowser!



The first pinball game on the Lynx! But is it any good? Well, yes and no. Yes because the table's a good laugh and there are loads of features to discover, but no because the ball movement just doesn't come up to standard. It's just not realistic enough, spoiling an otherwise fab game!

**TIM BOONE**



*Quite an accurate recreation of police life (NOT!) Where are the thumping truncheons and kicker boots of doom.*

## THE HOSTESS WITH THE MOSTESS

The host of the game, as you may have noticed, is none other than world famous American horror queen Elvira. Well okay so not many of us Brits have heard too much about her, but in the land of Hamburgers she's big stuff. Elvira presents the horror movies on a certain American cable TV channel and she's a right top girlie. Hurrah!

**8**  
LOOK

**5**  
FEEL

**9**  
SOUND

**?**  
VALUE

**78**  
OVERALL



# PREVIEWS

## PAPERBOY

**T**he papers need delivering - and fast! Because, as the Paperboy, you've got customers to keep happy, and the easiest way of peeing them off is to ensure that they don't get their morning's fix of *The Daily Sun*. Your task in *Paperboy*, a brand-new conversion of the popular coin-op of the mid-Eighties, is to ride up the progressively more dangerous streets on your round, delivering the news of the day to the subscribers and smashing up the houses of those tight sods who refuse to fork out their 25p (as opposed to 27p - this is *The Sun*, you know!). At the end of each day, you get the chance to hone your riding and newspaper-aiming skills on the Paperboy stunt-track, before readying yourself for another round of large, heavy newsbag-carrying antics! *Paperboy* is very near to completion, and from what we've seen Domark have really gone to town on this one. Detailed, colourful sprites and backdrops are in abundance, and the manic gameplay which made the arcade machine stand out in the crowd looks to be intact on the Game Gear! We'll be taking a trip down **GO!** Review Lane with *Paperboy* on Gear next issue - hold the front page!

GAME GEAR- £29.99



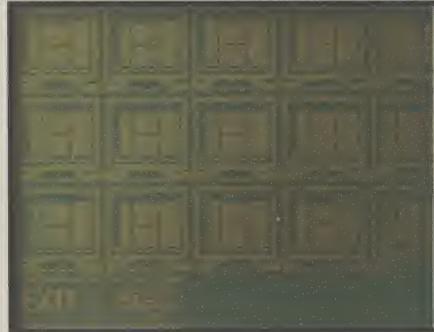
**Y**ou lucky Game Boy owners are about to be fed with even more ammunition to fuel the 'my hand-held's better than your handheld' war.

Mindscape are currently thrusting a ton of incredible games through their doors to hit the streets between now and Christmas, so here's a quick rundown on the lot!

### XENON 2

Another astounding conversion from the Bitmap Brothers stable. *Xenon 2* held onto the title of 'Greatest Amiga Shoot 'em Up' for ages with its amazing music track and relentless action. CVG bring you the first screen shot to have been seen anywhere of the Game Boy version! Incredibly the music is the same and is in fact better in some places. The game's look is almost identical with some fantastic detail used on the backgrounds. Only a few sprites have been remodelled due to the omission of colour.

Loads of add-ons are available for your craft via an intergalactic corner shop with money and pick-ups that drift through the void in pods that must be shot and collected. If the swarms of interstellar aliens aren't enough for you the huge end of level guardians should prove to be more than a handful. Side shots, electric balls, two shots and Super Nashwan (a huge array of weapons that fire in all directions at once) are just a few of the goodies you can expect to find. Watch out for a full review very soon.



### SPEEDBALL 2

That's right! I know you can't believe your eyes, but the Bitmap's classic was actually finished ages ago and is finally on the verge of being released! The game's been covered on every other format and now you can break bones and crack skulls wherever you go with the first hand-held version. The game is a kind of madcap futuristic Australian football extravaganza, with two teams fighting for possession of a metal ball that's hurled around a huge arena. Players must use the special armour and power-ups that litter the field to gain possession and trash the opposition with brute force.

The monochromed Game Boy handles the game with astonishing ease, the computer team being slightly bleached out so that you can easily recognise your players and see who's who. The conversion looks identical to other versions (apart from the lack of colour and speech) with all the graphics and sound of the original.

# BASEBALL HEROES

PREVIEW

**B**aseball sims have been the darlings of the computer and consoles world for years, but one has yet to make an entrance on the Lynx - until now, that is. It's called Baseball Hero and, as you can see from the screen shots taken from the Beta Test version which found its way into the **GO!** office, it looks very tasty indeed. The most familiar problem with Baseball is that they just do not play well or realistically and the graphics can be a tad confusing. Fortunately though, this is not the case with Baseball Hero. Sprites are well drawn - both large and clear and animation is really smart. Sound is also of a high quality, with some brilliant

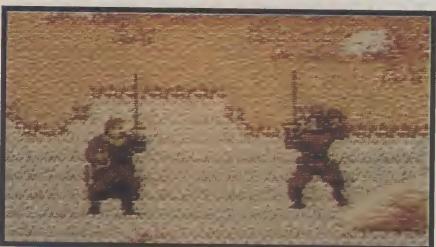
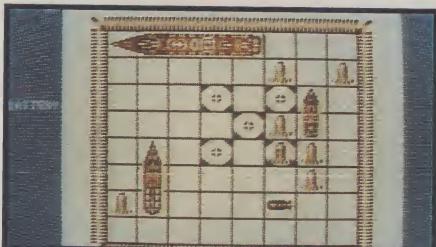
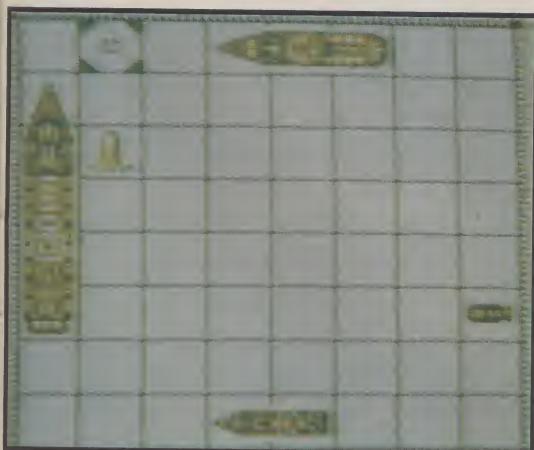
LYNX £29.99

speech and pretty good effects dotted here and there throughout the proceedings. From what we've seen of this it looks as though Baseball Heroes could score a well-deserved home-run. Watch out for an up and coming **GO!** Review in the near future.



## BATTLESHIP

Now you can dabble in the classic war fare sim, and it may sound about as much fun as wading through a river of mucus in a perished pair of galoshes, but Battleships can be quite an engaging affair. Just position your four ships on a grid and take turns to fire at your opponent in a race to sink the fleet. The added aspect of a choice of weapons providing more than one shot at a time and a detector that indicates where the enemy ships are hiding make for an interesting diversion from the norm. Some nice animated features add interest and from what we've seen this could be the successor to the incredibly addictive Tetris in the one and two player stakes.

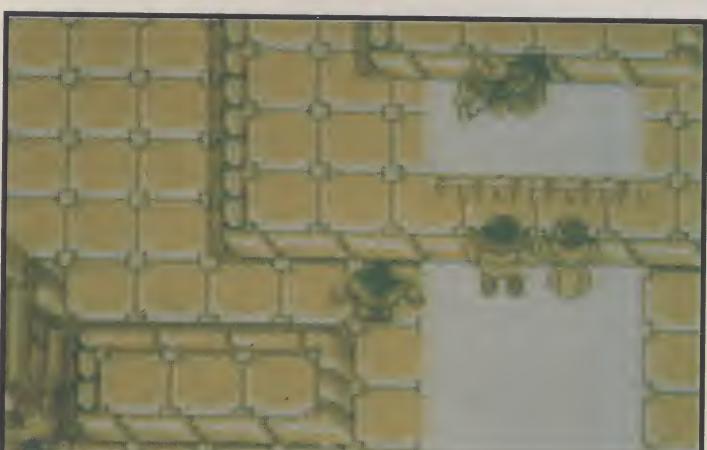


## ROBIN HOOD

Time to pull on your tights and gather together your band of merry men in the good ol' days of lore for this epic adventure on the Game Boy. Robin Hood is almost an identical conversion from the NES adventure. Following the plot of the film exceedingly closely the young outlaw must break out of gaol in Jerusalem and find his way back to England to reform his roguish band of men.

The game covers 17 stages and includes horse back chases, sword fighting and combat screens as well as exploration. Robin must face off with Little John, Guy of Gisborne, soldiers and a huge skeleton at the end of the game amongst others. On his way Locksley will

have to accept missions and tasks in order to progress and even has to be the objector at Maid Marrian's wedding. The graphics, if anything, are a vast improvement over the NES version's and the music is typically folk in its origins. More news soon!



# WHAT'S INDY WAITING FOR?



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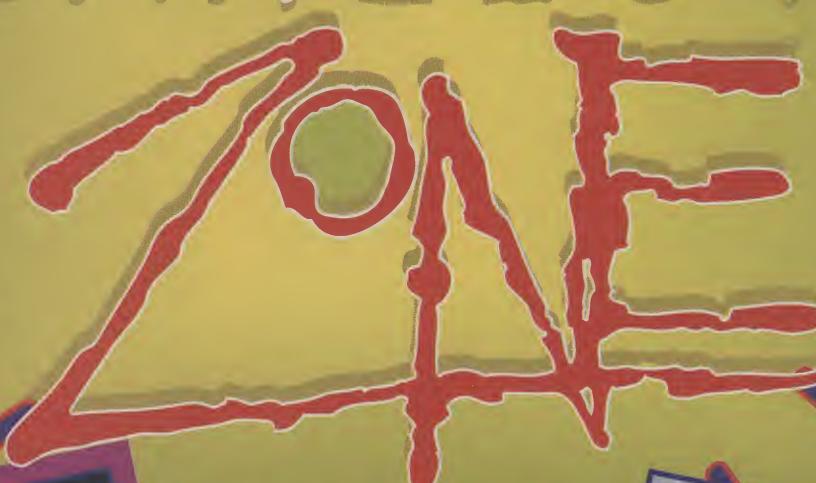
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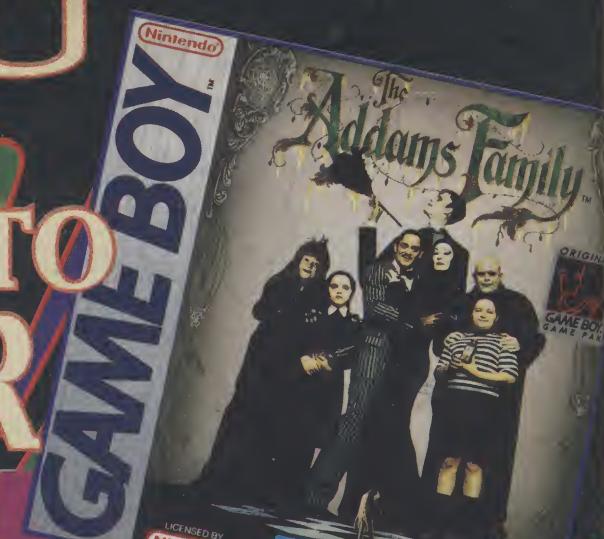
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GAME BOY



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